

## Basilisk Collar

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Artifact -- Equipment

Equipped creature has deathtouch and lifelink. (Any amount of damage it deals to a creature is enough to destroy it. Damage dealt by this creature also causes you to gain that much life.)

Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

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## Cavern of Souls

Land

As this land enters, choose a creature type.  
{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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## Chainsaw

① R

Artifact -- Equipment

When this Equipment enters, it deals 3 damage to up to one target creature.

Whenever one or more creatures die, put a rev counter on this Equipment. Equipped creature gets +X/+0, where X is the number of rev counters on this Equipment.

Equip {3}

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| <div> <b>Dáin's Company</b> <span>(R)(W)</span> </div> <div>           Creature -- Dwarf Warrior         </div> <div> <p>             This creature has lifelink as long as you control another Dwarf. When this creature enters, look at the top four cards of your library. You may reveal a Dwarf or Equipment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.           </p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Dáin's Company</b> <span>(R)(W)</span> </div> <div>           Creature -- Dwarf Warrior         </div> <div> <p>             This creature has lifelink as long as you control another Dwarf. When this creature enters, look at the top four cards of your library. You may reveal a Dwarf or Equipment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.           </p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Dáin's Company</b> <span>(R)(W)</span> </div> <div>           Creature -- Dwarf Warrior         </div> <div> <p>             This creature has lifelink as long as you control another Dwarf. When this creature enters, look at the top four cards of your library. You may reveal a Dwarf or Equipment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.           </p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Dáin's Company</b> <span>(R)(W)</span> </div> <div>           Creature -- Dwarf Warrior         </div> <div> <p>             This creature has lifelink as long as you control another Dwarf. When this creature enters, look at the top four cards of your library. You may reveal a Dwarf or Equipment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.           </p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>Dragonfire Blade</b> <span>(1)</span> </div> <div>           Artifact -- Equipment         </div> <div> <p>             Equipped creature gets +2/+2 and has hexproof from monocolored. Equip {4}. This ability costs {1} less to activate for each color of the creature it targets.           </p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                     | <div> <b>Dragonfire Blade</b> <span>(1)</span> </div> <div>           Artifact -- Equipment         </div> <div> <p>             Equipped creature gets +2/+2 and has hexproof from monocolored. Equip {4}. This ability costs {1} less to activate for each color of the creature it targets.           </p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                     | <div> <b>Dragonfire Blade</b> <span>(1)</span> </div> <div>           Artifact -- Equipment         </div> <div> <p>             Equipped creature gets +2/+2 and has hexproof from monocolored. Equip {4}. This ability costs {1} less to activate for each color of the creature it targets.           </p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                     | <div> <b>Dragonfire Blade</b> <span>(1)</span> </div> <div>           Artifact -- Equipment         </div> <div> <p>             Equipped creature gets +2/+2 and has hexproof from monocolored. Equip {4}. This ability costs {1} less to activate for each color of the creature it targets.           </p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                     |

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| <b>Dwalin, Weaponmaster</b> 1 (R/W)<br>Legendary Creature -- Dwarf Warrior<br>First strike<br>Whenever Dwalin enters or attacks, put a hone counter on each Equipment you control. (Each hone counter on an Equipment grants +1/+0 to equipped creature.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Dwalin, Weaponmaster</b> 1 (R/W)<br>Legendary Creature -- Dwarf Warrior<br>First strike<br>Whenever Dwalin enters or attacks, put a hone counter on each Equipment you control. (Each hone counter on an Equipment grants +1/+0 to equipped creature.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Dwalin, Weaponmaster</b> 1 (R/W)<br>Legendary Creature -- Dwarf Warrior<br>First strike<br>Whenever Dwalin enters or attacks, put a hone counter on each Equipment you control. (Each hone counter on an Equipment grants +1/+0 to equipped creature.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Dwarven Mauler</b> (R)<br>Creature -- Dwarf Warrior<br>Equip abilities you activate that target this creature cost {2} less to activate.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Dwarven Mauler</b> (R)<br>Creature -- Dwarf Warrior<br>Equip abilities you activate that target this creature cost {2} less to activate.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                               | <b>Dwarven Mauler</b> (R)<br>Creature -- Dwarf Warrior<br>Equip abilities you activate that target this creature cost {2} less to activate.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                               | <b>Dwarven Mauler</b> (R)<br>Creature -- Dwarf Warrior<br>Equip abilities you activate that target this creature cost {2} less to activate.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                               | <b>Inspiring Vantage</b><br>Land<br>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                              |

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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              |
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## Sunbillow Verge

Land

{T}: Add {W}.  
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

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## The Lonely Mountain

Land - - Mountain

(**{T}**: Add **{R}**.)  
This land enters tapped unless you control an Equipment.  
**{4}{R}**, **{T}**: Create a 2/2 red Dwarf creature token. This ability costs **{1}** less to activate for each Equipment you control. Activate only as a sorcery.

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## The Lonely Mountain

Land - - Mountain

([T]: Add [R].)  
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| <div> <b>Thorin, Mountain-king</b> <span>3</span> <span>R</span> </div> <div>           Legendary Creature -- Dwarf Noble         </div> <div> <p>Trample</p> <p>When Thorin enters, attach any number of target Equipment you control to target creature you control. When one or more Equipment become attached to that creature this way, that creature deals damage equal to its power to up to one target creature.</p> </div> <div> <div>3/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                                                                                           | <div> <b>Thorin, Mountain-king</b> <span>3</span> <span>R</span> </div> <div>           Legendary Creature -- Dwarf Noble         </div> <div> <p>Trample</p> <p>When Thorin enters, attach any number of target Equipment you control to target creature you control. When one or more Equipment become attached to that creature this way, that creature deals damage equal to its power to up to one target creature.</p> </div> <div> <div>3/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                                                                                                                                                                        | <div> <b>Thorin, Mountain-king</b> <span>3</span> <span>R</span> </div> <div>           Legendary Creature -- Dwarf Noble         </div> <div> <p>Trample</p> <p>When Thorin enters, attach any number of target Equipment you control to target creature you control. When one or more Equipment become attached to that creature this way, that creature deals damage equal to its power to up to one target creature.</p> </div> <div> <div>3/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                                                                                                                                                                        | <div> <b>Thorin, Mountain-king</b> <span>3</span> <span>R</span> </div> <div>           Legendary Creature -- Dwarf Noble         </div> <div> <p>Trample</p> <p>When Thorin enters, attach any number of target Equipment you control to target creature you control. When one or more Equipment become attached to that creature this way, that creature deals damage equal to its power to up to one target creature.</p> </div> <div> <div>3/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>  |
| <div> <b>Anzrag's Rampage</b> <span>3</span> <span>R</span> <span>R</span> </div> <div>           Sorcery         </div> <div> <p>Destroy all artifacts you don't control, then exile the top X cards of your library, where X is the number of artifacts that were put into graveyards from the battlefield this turn. You may put a creature card exiled this way onto the battlefield. It gains haste. Return it to your hand at the beginning of the next end step.</p> </div> <div>           [sideboard]         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> | <div> <b>Bofur, Reliable Guardian</b> <span>1</span> <span>W</span> </div> <div>           Legendary Creature -- Dwarf Scout         </div> <div>           Lifelink         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> </div> <div>           ----- ADVENTURE -----         </div> <div> <div> <b>Concerted Care</b> <span>1</span> <span>W</span> </div> <div>           Instant -- Adventure         </div> <div> <p>Target artifact or creature you control gains hexproof and indestructible until end of turn. (Then exile this card. You may cast the creature later from exile.)</p> </div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> | <div> <b>Bofur, Reliable Guardian</b> <span>1</span> <span>W</span> </div> <div>           Legendary Creature -- Dwarf Scout         </div> <div>           Lifelink         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> </div> <div>           ----- ADVENTURE -----         </div> <div> <div> <b>Concerted Care</b> <span>1</span> <span>W</span> </div> <div>           Instant -- Adventure         </div> <div> <p>Target artifact or creature you control gains hexproof and indestructible until end of turn. (Then exile this card. You may cast the creature later from exile.)</p> </div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> | <div> <b>Chainsaw</b> <span>1</span> <span>R</span> </div> <div>           Artifact -- Equipment         </div> <div> <p>When this Equipment enters, it deals 3 damage to up to one target creature. Whenever one or more creatures die, put a rev counter on this Equipment. Equipped creature gets +X/+0, where X is the number of rev counters on this Equipment. Equip {3}</p> </div> <div>           [sideboard]         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> |

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| <div> <div>Chainsaw</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact -- Equipment</div> <div> <p>When this Equipment enters, it deals 3 damage to up to one target creature.</p> <p>Whenever one or more creatures die, put a rev counter on this Equipment. Equipped creature gets +X/+0, where X is the number of rev counters on this Equipment.</p> <p>Equip {3}</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Price of Freedom</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery -- Lesson</div> <div> <p>Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Seam Rip</div> <div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                 | <div> <div>Seam Rip</div> <div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                            | <div> <div>Shattered Acolyte</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Dwarf Warlock</div> <div> <p>Lifelink</p> <p>{1}, Sacrifice this creature: Destroy target artifact or enchantment.</p> <p>[sideboard]</p> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                       | <div> <div>Shattered Acolyte</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Dwarf Warlock</div> <div> <p>Lifelink</p> <p>{1}, Sacrifice this creature: Destroy target artifact or enchantment.</p> <p>[sideboard]</p> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                       |

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| <div><div><div>Shattered Acolyte</div><div><div>1</div><div>W</div></div></div><div><div>Creature -- Dwarf Warlock</div><div>Lifelink<br/>{1}, Sacrifice this creature:<br/>Destroy target artifact or<br/>enchantment.</div><div>[sideboard]</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Sheltered by Ghosts</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target<br/>nonland permanent an opponent<br/>controls until this Aura leaves the<br/>battlefield.<br/>Enchanted creature gets +1/+0 and<br/>has lifelink and ward {2}.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Sheltered by Ghosts</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment -- Aura</div><div>Enchant creature you control<br/>When this Aura enters, exile target<br/>nonland permanent an opponent<br/>controls until this Aura leaves the<br/>battlefield.<br/>Enchanted creature gets +1/+0 and<br/>has lifelink and ward {2}.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |  |
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